the Prisoner

It is only occasionally that a whole new genre of game makes an appearance in the marketplace. Edu-Ware believes THE PRISONER is a game that well justifies this claim. Inspired by the highly acclaimed television series, your Apple puts you in a nightmarish 1984 world whose rulers seek to break you down by an extensive array of brainwashing techniques, while you are armed only with your intelligence, your sense of individuality and your wits. Will you escape to freedom, or forever remain THE PRISONER?

Includes an extensive use of the Apple II'S sound and display capabilities, as well as natural language data entry. Play will extend over countless hours.

THE PRISONER, 48K 29.95

TERRORIST T.M.

A frightening two-player game which puts you directly into the hot seat, managing a life and death struggle with ruthless terrorists. The paradoxes and pressures inherent in both sides of the struggle are brought to life as the Apple allows each to move against the other simultaneously.

Included are three interaction scenarios (capture of a building and hostages, air piracy, and nuclear blackmail), a parameter generator, a scoring routine, and an easy-to-use turn-key system which brings all of these programs together. Random and player-generated parameters insure that no two confrontations will be exactly the same, making this package a sobering and thought provoking experience for all.

NETWORK T.M.

The thrill and frustration of being the head of Television Programming for a giant network is experienced by two players as they compete with each other and the computer. You bid on new shows, schedule them, adjust to weekly ratings, and then dump losers and try to recover from your mistakes at the end of the thirteen week "sweep". Paddle input provides real-time control over the rapidly changing situation.

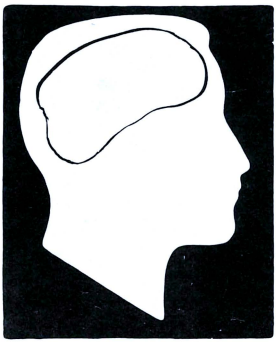
WINDFALL T.M., The Oil Crisis Game

Have high energy prices and short supplies left you more time around your computer? Windfall will fill those empty hours (though not, unfortunately, your gas tank), and alleviate frustrations as your brain tangles with energy markets. As the Chief Executive of Engulf Oil, you join the other side of the petro world, attempting to turn crisis into cash. Screen displays show both graphically and numerically the results of your manipulations, as a helpless public lines up at your stations.

TERRORIST, 48K, Game Paddles Required	29.95
NETWORK, 48K, Game Paddles Required	19.95
WINDFALL, 32K	19.95

T.M.

INTERACTIVE FANTASIES T.M.



EDU-WARE T.M.

Edu-Ware Services, Inc. 22222 Sherman Way
Canoga Park, CA 91303 (213) 346-6783

PRODUCT CATALOG
April 15, 1981

ALGEBRA 1

Algebra 1 is a powerful computer mediated instructional system, suitable for both adjunct and stand-alone learning, in the home or classroom. The system develops five major content areas: Definitions, Number Line Operations, Sets, Evaluating Expressions, and Rules for Equation Reduction.

This system features total color high-resolution graphics display, including upper/lower case text for maximum clarity. Flow charted "information maps" mark the learner's progress, designating concepts learned, those still to be learned, and those that were troublesome. The "information maps" also provide a recommended sequence to follow through the five units.

Provision for cognitive style differentiation encourages the learner to exepriment with a variety of "learning styles."

Algebra 1 is the first in a sequence of five independent systems in Algebra.

ALGEBRA 1, 48K, DOS 3.3 REQUIRED 39.95

Edu-Ware and Interactive Fantasies are available at your local computer store.

The products listed in this catalog are all written in APPLESOFT-II BASIC and/or machine language. Each is sold with complete documentation on diskette only. The memory requirements listed assume that the user has APPLESOFT in ROM, or on a firmware or language card.

++ Apple II is a trademark of Apple Computer, Inc.

COMPU-READ 3.0 T.M.

A series of programs which improves reading skill by changing the way in which you perceive words. The four learning routines include Character Recognition, High-speed Word Recognition, Synonyms and Antonyms, and Sentence Comprehension.

In the each of the programs, the computer automatically adjusts to your speed, and reports on your progress.

Optional user filebuilding routines are included which allow the Compu-Read data base to be adjusted to any level of reading skill. All text is displayed in upper and lower case (utilizing two sizes of fonts), and all reports employ high-resolution graphics.

COMPU-READ 3.0, 48K 29.95

COMPU-SPELL T.M.

This instructional system teaches spelling by refusing learners the opportunity to fail! Designed for both home and classroom usage, COMPU-SPELL is available with data diskettes suitable for grade levels 4-8. Also available is an adult/secretarial data diskette featuring many of the most frequently misspelled words in the English language. (Each data diskette contains about 800-1200 spelling words. All spelling words are displayed in sentences.)

Features include individual learner file management, high-resolution upper/lower case displays, user filebuilding capabilities, and a "positive reinforcement only" instructional algorithm.

Requires 48K.

COMPU-SPELL SYSTEM DISKETTE 29.95
(Includes learning and file management programs, spelling unit filebuilder, and complete documentation)

COMPU-SPELL DATA DISKETTES 19.95 each
(For use with the SYSTEM diskette only. Available in grade levels 4-8 and Adult/Secretarial versions.)

COMPU-MATH T.M.

Designed to meet both the needs of the school and the consumer, this series in basic arithmetic is constructed as a set of integrated instructional experiences. Each is aimed at helping young learners acquire and maintain new mathematics skills, as well as remediating deficiencies in older ones.

COMPU-MATH systems include goal specification for the learner, animated graphic displays, reinforcement of correct responses, immediate feedback, and skill verification using criterion referenced tests, all serving to increase both the usability and motivational value of these sets of programs.

User parameters allow full control over the instructional environment, with choices over: Primary or Remedial Learner Setting, Pass/Fail Levels, Allowable Error Rate Prior to Remediation. (System defaults also allow quick and easy use.)

ARITHMETIC SKILLS

Finally, an instructional system which uses a format suitable for both the first time (primary grade) learner and the older (remedial) learner. Using an absolute minimum of text, the programs teach five basic skills: Counting, Addition, Subtraction, Multiplication and Division.

FRACTIONS

A Pre-Test and six Learning Units: Definitions, Common and Lowest Denominators, Addition, Subtraction, Multiplication, Division. Each includes the use of both common fractions and mixed numbers.

DECIMALS

A Pre-Test and seven Learning Units: Conversion, Addition, Subtraction, Rounding Off, Multiplication, Division, Percentage.

ARITHMETIC SKILLS, 48K	49.95
FRACTIONS (version 2.1), 32K	39.95
DECIMALS, 32K	39.95

PERCEPTION 3.0

A total of seven high-resolution games which will challenge your visual perception and eye-hand coordination:

Length Perception tests your ability to match lines in a three-dimensional room. Shape Memory replicates a World War II test for pilots, asking you to match shapes seen through a narrow window. Size Comparison frustrates your ability to match sizes of identical shapes.

Star Trace tests the steadiness of your hands. Centering a Falling Line demands that you develop keen visual reflexes. Visual Pursuit is a test of speed and eye-hand skill. Tilt Maze simulates the familiar game in which you attempt to manipulate a steel ball through a maze without letting it slip into a hole.

Each of the PERCEPTION 3.0 games is suitable for both the clumsy and the skilled as a wide variance of parameter settings provides extensive difficulty control.

PERCEPTION 3.0, 48K, Game Paddles Required 24.95

STATISTICS 3.0 T.M.

This newly enhanced version of Edu-Ware's popular statistics program has been long overdue.

STATISTICS provides these calculations: Mean, Variance, Standard Deviation, Pearson Correlation, Normal Distribution, Probability and Frequency, Chi-Square Distribution, Chi-Square Test, T-Test. The results of the calculations are shown both numerically and graphically.

Data may be entered and edited directly from the keyboard, or loaded from/saved to the diskette. Raw data and results may also be routed a printer for hard-copy reports.

UNI-SOLVE T.M.

The Elecronics Designer

Designed for the electronic hobbyist and engineer, this series of programs provides you with 24 major solution sets to problems encountered in engineering and design, at a fraction of the cost of any similar software. Equations include such diverse computations as transmission line formulae, reactance, coil-winding models and modulation percentages, as well as those required in everyday use. Clear and easy access is provided to each of the subroutines through a master menu.

METRI-VERT T.M.

As today's society converts to the metric system, this program makes the transition easy. Elegant menu-driven routines compute conversions for length/distance, area, volume, weight and temperature. Also includes a "display page" which stores the result of up to 20 calculations for easier use.

STATISTICS 3.0, 48K	29.95
UNI-SOLVE, 32K	24.95
METRI-VERT, 32K	15.95